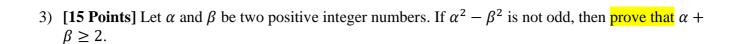
Homewor	rk 1 SEP (To	be deliver	ed during	the 1st mi	idterm exa	m)				
BLM 2502	2: Theory	of Compu	tations —	Spring 20	)20					
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1) [10 Points] Why do we need computation? Why do we need programming language for computation? Why do we need automats / machines that recognize/accept programming language?

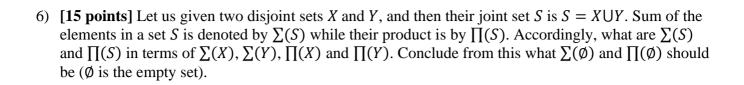
2) [20 Points] For any  $n \in \mathbb{N}$ , prove that the following equality is valid.

$$1^{6} + 2^{6} + 3^{6} + \dots + n^{6} = \frac{n}{42}(n+1)(2n+1)(3n^{4} + 6n^{3} - 3n + 1)$$



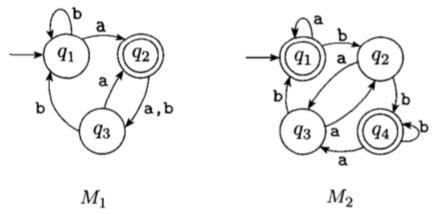
4) [15 Points] Let a, b, c, d be integers. If a > c and b > c, then prove that  $\max(a, b) - c$  is always positive.

5) **[15 points]** Given two sets X and Y. The Cartesian product of X and Y, written as  $X \times Y$ , is defined as the set of pairs (x, y) where  $x \in X$  and  $y \in Y$ . Then, find a mathematical closed-form expression to write  $|X \times Y|$  in terms of |X| and |Y|.



7) **[10 points]** What is the relation between programming language and the power of a machine that recognizes / accepts that programming language? Give an example in your explanation.

8) [20 Points] The following are the state diagrams of two DFAs,  $M_1$  and  $M_2$ . Answer the following questions about each of these machines.



a) What is the start state?

b) What is the set of accept states?

c) What sequence of states does the machine go through on input aabb?

d) Does the machine accept the string aabb?

e) Does the machine accept the string  $\varepsilon$ ?

9) [20 Points] The formal 5-tupple description of a DFA M is

$$(\{q_1,q_2,q_3,q_4,q_5\},\{u,d\},\delta,q_3,\{q_3\}),$$

where  $\delta$  is given by the following table. Give the state diagram of this machine.

	u	d
$\overline{q}_1$	$\overline{q}_1$	$\overline{q_2}$
$q_2$	$q_1$	$q_3$
$q_3$	$q_2$	$q_4$
$q_4$	$q_3$	$q_5$
$q_5$	$q_4$	$q_5$

- 10) [20 Points] Give state diagrams of DFAs recognizing the following languages. In all parts the alphabet is {0,1}.
  - a) {w | w begins with a 1 and ends with a 0}

b) {w | w contains at least three 1s}

c)	$\{w \mid w \text{ contains the substring 0101, i.e., } w = x0101y \text{ for some } x \text{ and } y\}$
1\	
d)	{w   w has length at least 3 and its third symbol is a 0}
e)	{w   w starts with 0 and has odd length, or starts with 1 and has even length]

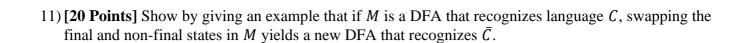
f)	{w   w doesn't contain the substring 1101}
g)	{w   w the length of w is at most 5}
h)	{w   w is any string except 11 and 1111}

i)  $\{w \mid \text{every odd position of } w \text{ is a } 1\}$ 

j)  $\{w \mid w \text{ contains at least two 0s and at most one 1}\}$ 

k)  $\{\epsilon, 0\}$ 

1)	{w   w contains an even number of 0s, or contains exactly two ls}
m)	The empty set
n)	All strings except the empty string



- 12) [20 Points] Design automata (DFA) to accept the following languages:
  - a)  $A = \{w \in \{0, 1\}^* : w \text{ has a 1 in the third position from the right}\}.$

b)  $B = \{w \in \{0, 1\}^* : w \text{ contains at least two } 0s\}_{SEP}^{[T]}$ 

c)	$C = \{w \in \{0, 1\}\}$	*: the length	of w is div	isible by three [EEP]

d) 
$$D = \{w \in \{0, 1\}^* : w \text{ contains exactly two 0s and at least two 1s} \}.$$

- 13) **[20 Points]** Give state diagrams of NFAs with the specified number of states recognizing each of the following languages. In all parts the alphabet is  $\{0,1\}$ .
  - a) The language {w | w ends with 00} with three states

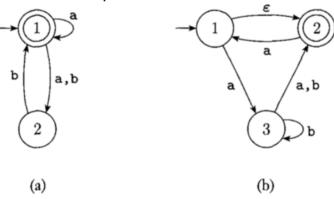
b)	The language $\{w \mid w \text{ contains the substring 0101, i.e., } w = x0101y \text{ for some } x \text{ and } y\}$ with five states
c)	The language {w   w contains an even number of 0s, or contains exactly two ls} with six states
d)	The language {0} with two states
e)	The language $0^*1^*0^+$ with three states

f) The language  $1^*(001^+)^*$  with three states

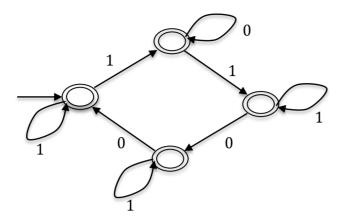
g) The language  $\{\varepsilon\}$  with one state

h) The language 0\* with one state

14) **[20 Points]** Use the construction given in Theorem 1.39 in the book to convert the following two non-deterministic finite automata to equivalent deterministic finite automata.



15) [20 points] For the alphabet  $\Sigma_1 = \{0,1\}$ , answer the following questions for the automata machine shown below



a) Is the machine DFA or NFA? Why?

- b) Give its regular expression.
- c) Write the language which is a set consisting of strings that are recognized by this automaton.

- 16) [20 Points] Give regular expressions describing the following languages:
  - a)  $A = \{w \in \{0,1\}^* : w \text{ contains at least three } 1s\}.$
  - b)  $B = \{w \in \{0,1\}^* : w \text{ contains at least two } 1s \text{ and at most one } 0\},$

- c)  $C = \{w \in \{0,1\}^* : w \text{ contains an even number of } 0s \text{ and exactly two } 1s\}.$
- d)  $D = \{w \in \{0, 1\}^* : w \text{ contains an even number of } 0s \text{ and each } 0 \text{ is followed by at least one} \}$
- 17) [20 Points] Design a DFA or NFA for the following languages. no(w) denotes the number of zeros in the string w.
  - a)  $L_1 = \{ w \in \{0, 1\}^* : n_0(w) \mod 2 = 0 \},$

b)  $L_2 = \{ w \in \{0, 1\}^* : n_0(w) \text{ mod } 3 = 0 \},$ 

c) Based on using the NFA and DFA you designed in the options a and b, design an NFA that recognized the language  $L_3 = \{ w \in \{0, 1\}^* : n_0(w) \mod 6 = 0 \}$ .

Hint: De Morgan's Laws  $L_1 \cap L_2 = \overline{(\overline{L_1} \cup \overline{L_2})}$  can be used for designing an NFA that recognizes the intersection of languages.